

Fig 1A Prior Art

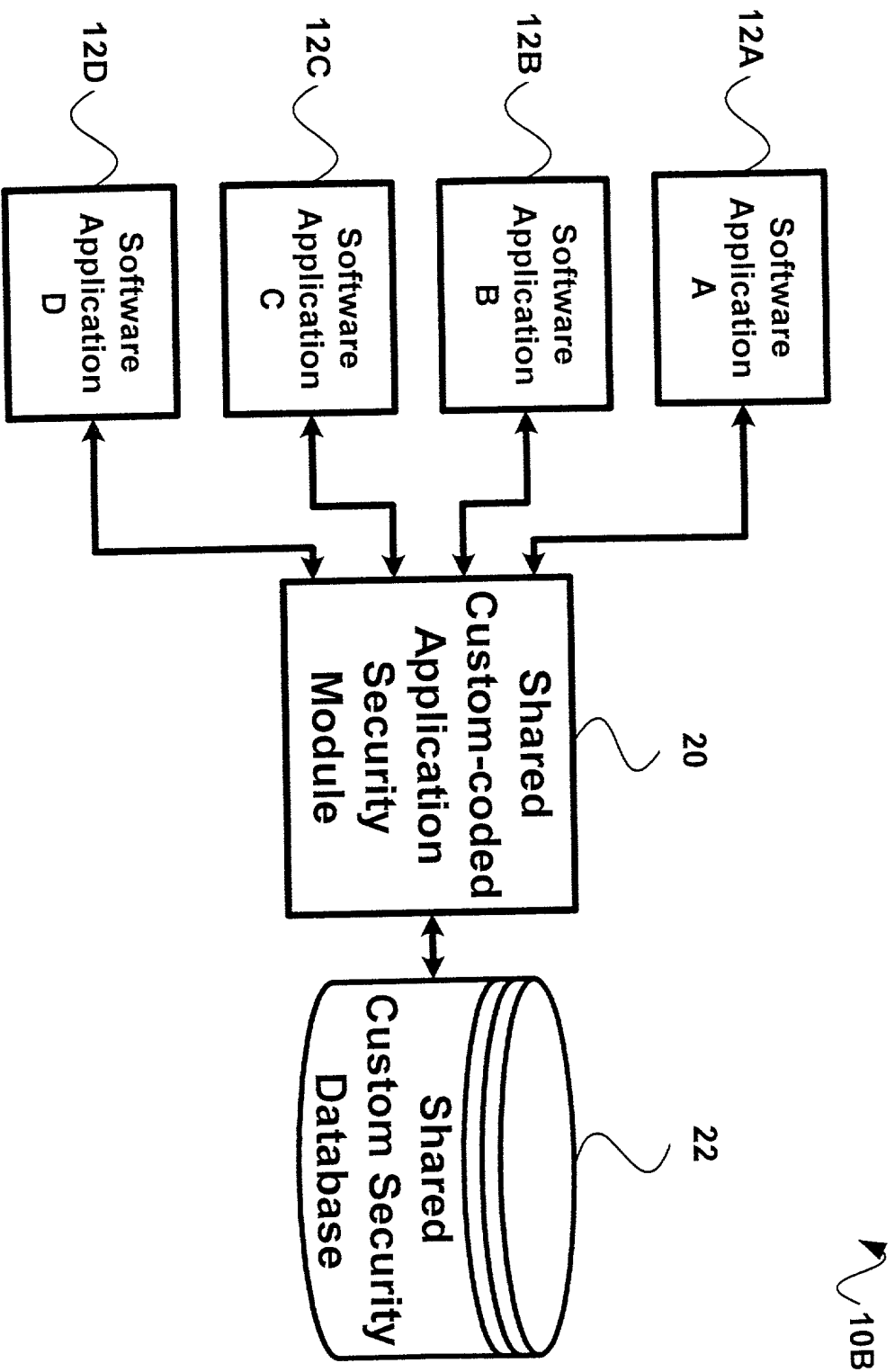


Fig 1B Prior Art

10C

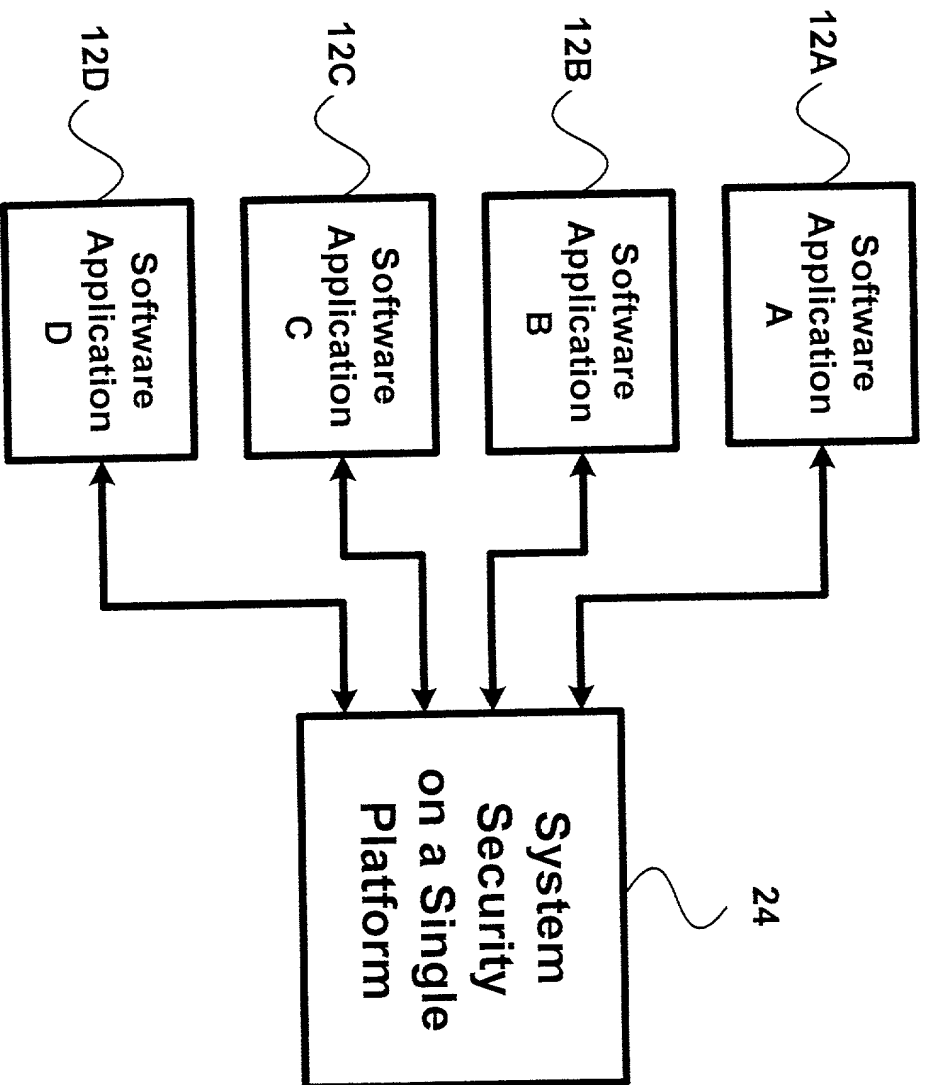


Fig 1C Prior Art

10D

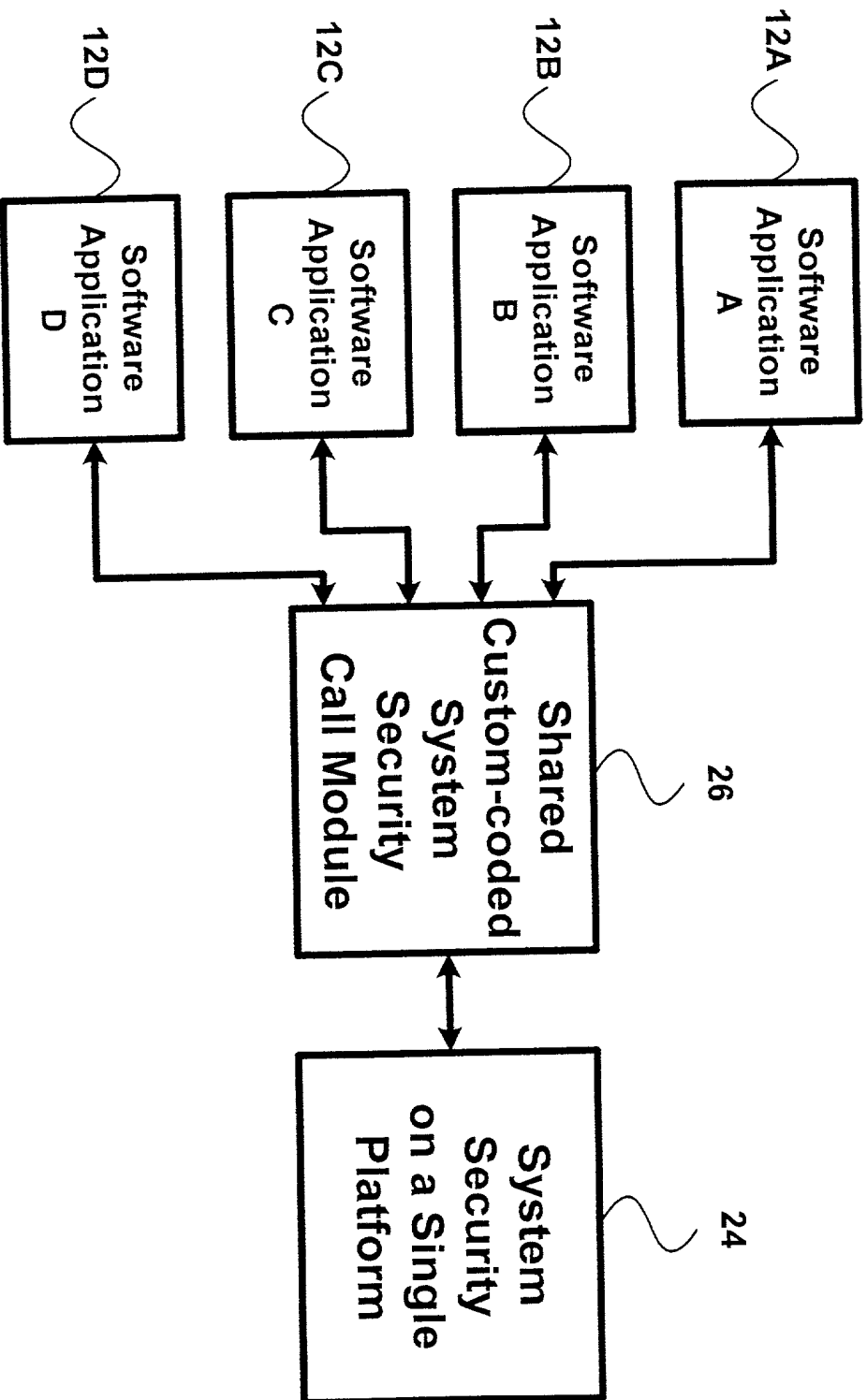


Fig 1D Prior Art

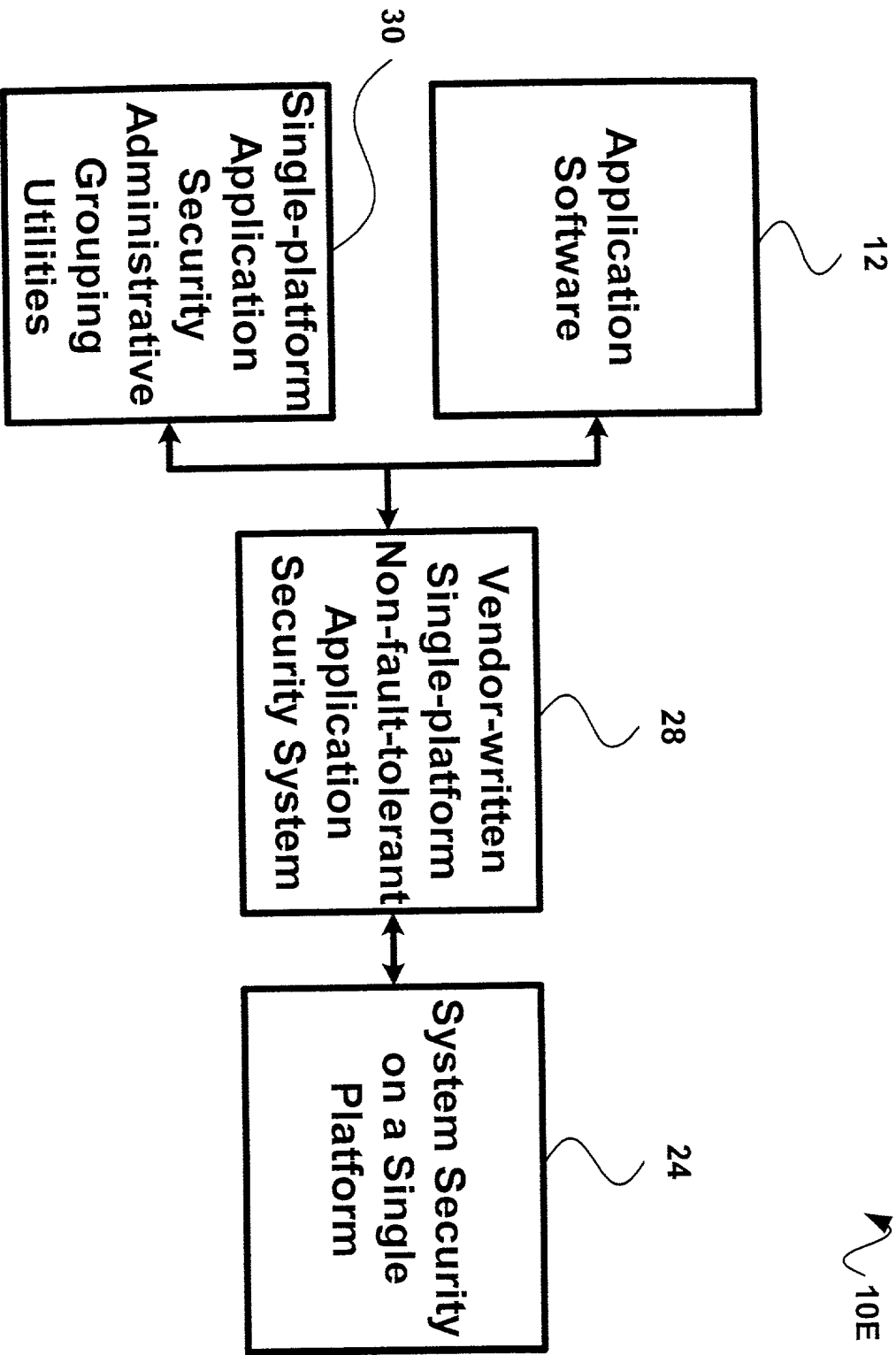


Fig 1E Prior Art

FIG. 1E is a block diagram of a prior art system architecture. The system includes an application software block (12) which is connected to a vendor-written single-platform non-fault-tolerant application security system block (28). The vendor-written single-platform non-fault-tolerant application security system block (28) is connected to a system security on a single platform block (24). The system security on a single platform block (24) is connected to the vendor-written single-platform non-fault-tolerant application security system block (28) via a bidirectional arrow. The vendor-written single-platform non-fault-tolerant application security system block (28) is also connected to a single-platform application security administrative grouping utilities block (30). The single-platform application security administrative grouping utilities block (30) is connected to the vendor-written single-platform non-fault-tolerant application security system block (28). The application software block (12) is also connected to the single-platform application security administrative grouping utilities block (30).

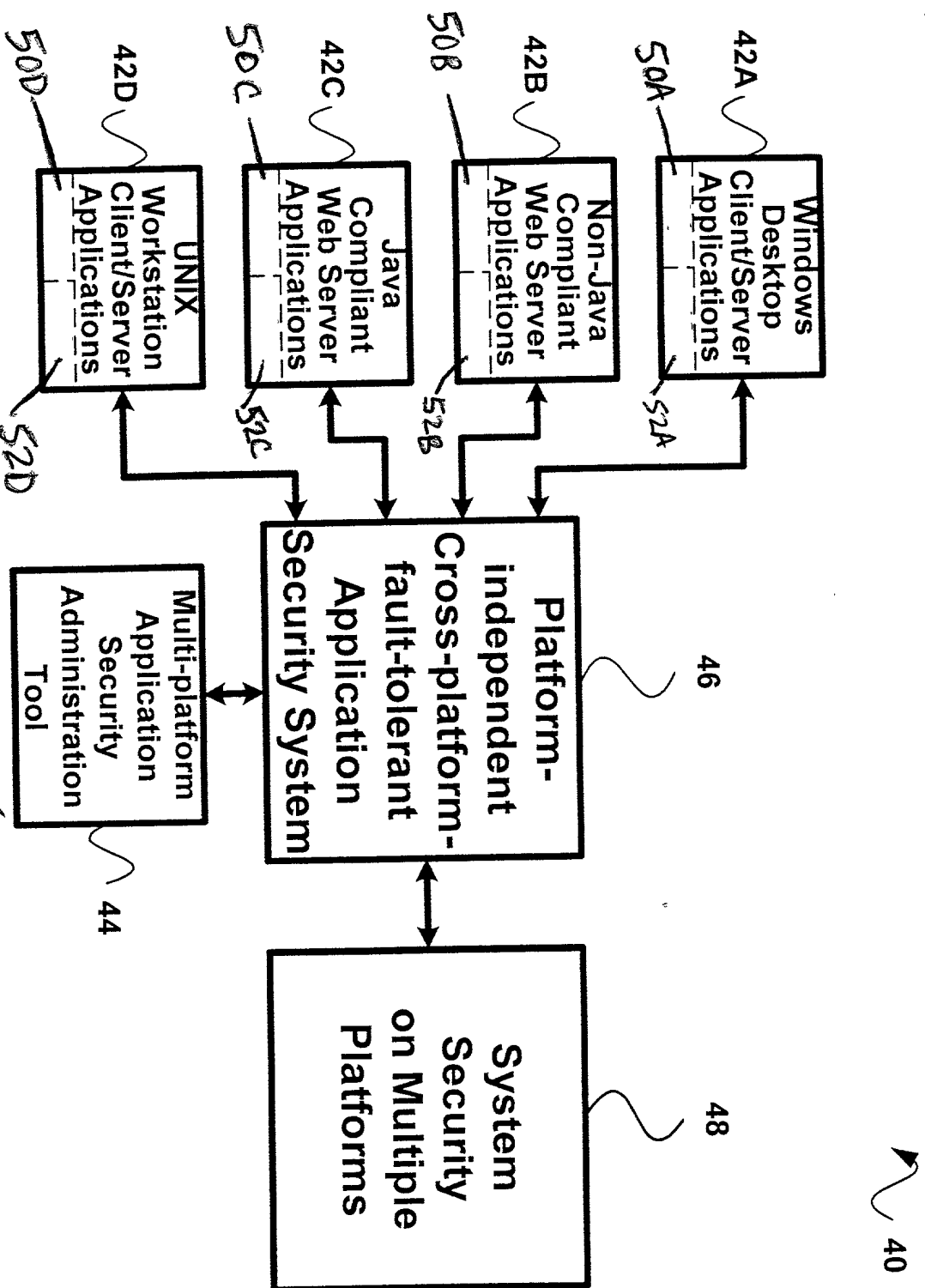


Fig 2

FIG. 2 is a block diagram of a multi-platform security system. The system includes a multi-platform application security administration tool (44) that is connected to a platform-independent cross-platform-fault-tolerant application security system (46). The application security system (46) is connected to a system security on multiple platforms (48). The application security system (46) is also connected to four client/server applications (42A, 42B, 42C, 42D) via communication lines (52A, 52B, 52C, 52D). The client/server applications (42A, 42B, 42C, 42D) are: Windows Desktop Client/Server Applications (42A), Non-Java Compliant Web Server Applications (42B), Java Compliant Web Server Applications (42C), and UNIX Workstation Client/Server Applications (42D).

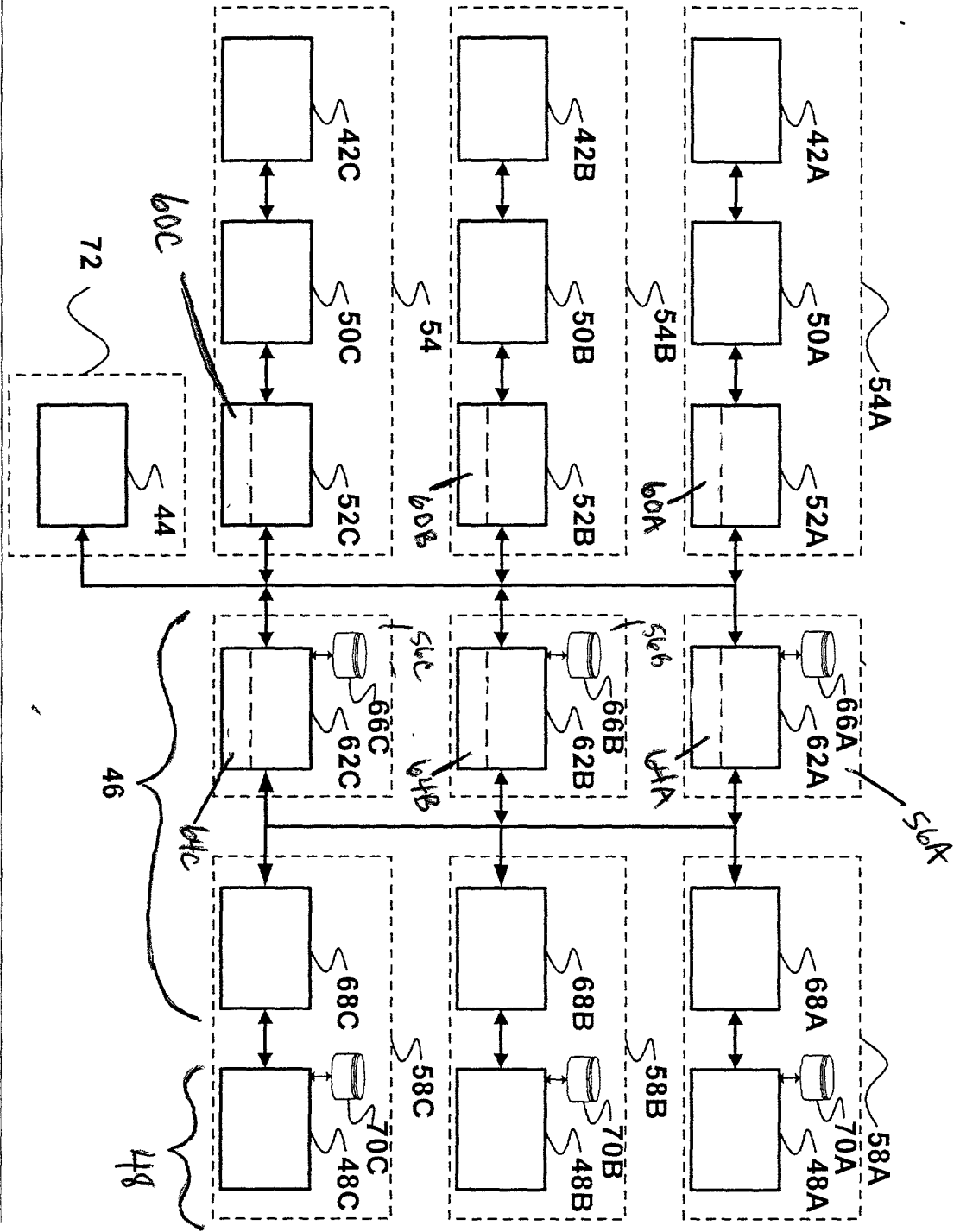


Fig 3

FIG. 3 is a block diagram of a system architecture. The system architecture includes a plurality of processing units (42A, 42B, 42C) connected to a central bus (46). Each processing unit (42A, 42B, 42C) is connected to a memory unit (50A, 50B, 50C) and a storage unit (52A, 52B, 52C). The storage units (52A, 52B, 52C) are connected to a control unit (60A, 60B, 60C). The control units (60A, 60B, 60C) are connected to a data unit (66A, 66B, 66C). The data units (66A, 66B, 66C) are connected to a display unit (68A, 68B, 68C). The display units (68A, 68B, 68C) are connected to a user interface unit (70A, 70B, 70C). The user interface units (70A, 70B, 70C) are connected to a network unit (48A, 48B, 48C). The network units (48A, 48B, 48C) are connected to a central processing unit (44).

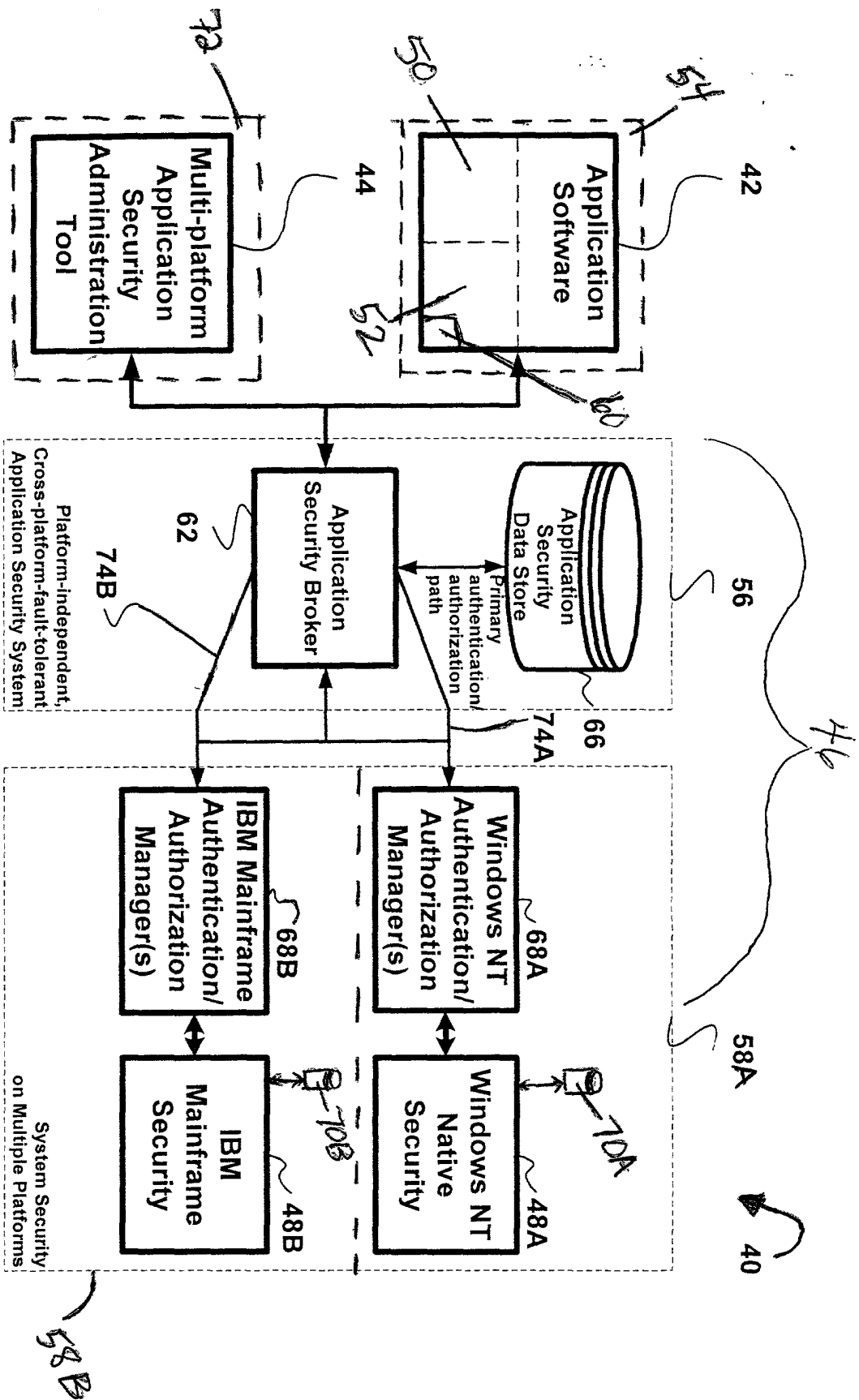


Fig 4

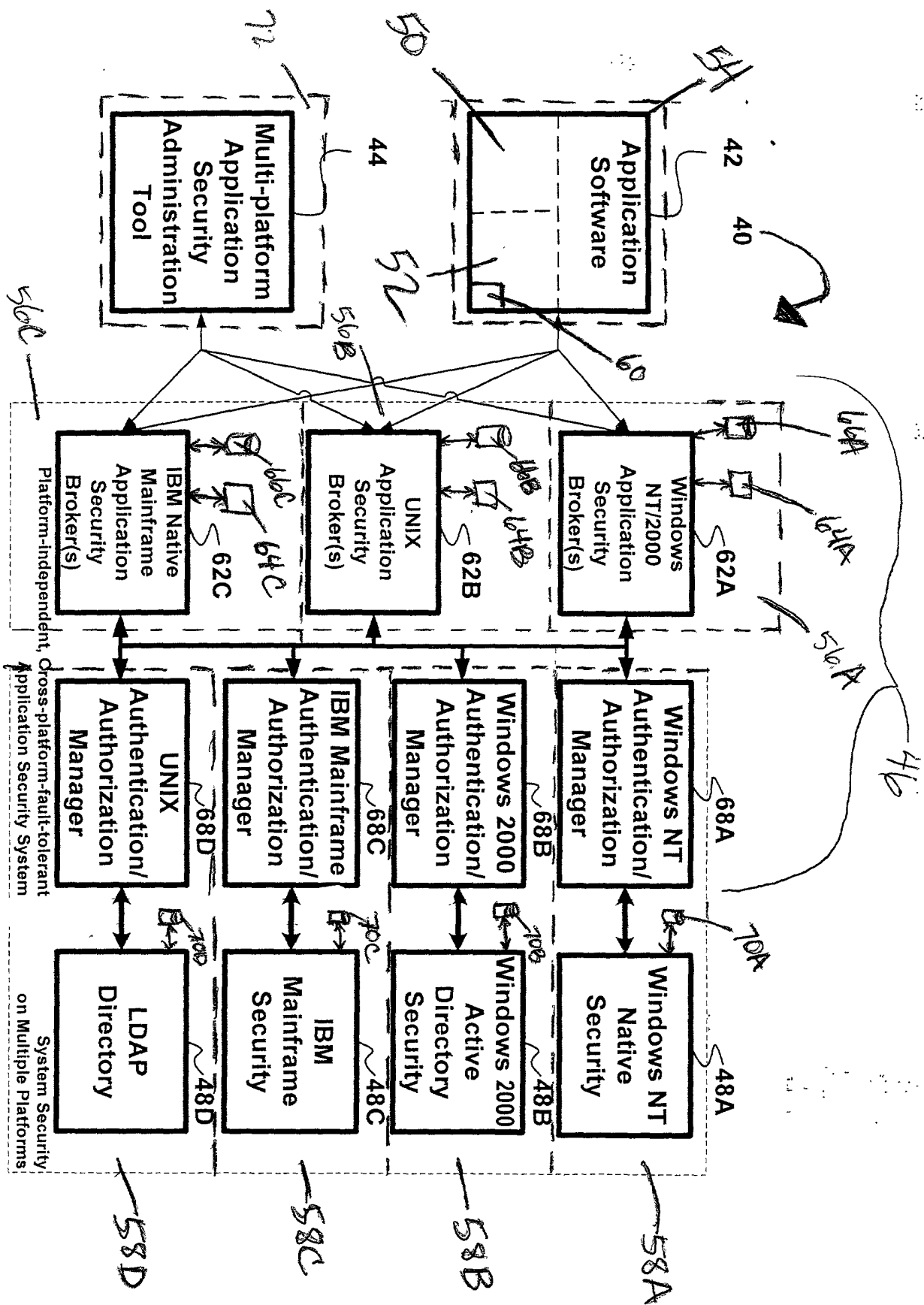


Fig 5